The VICOM Project

www.vicom-project.it

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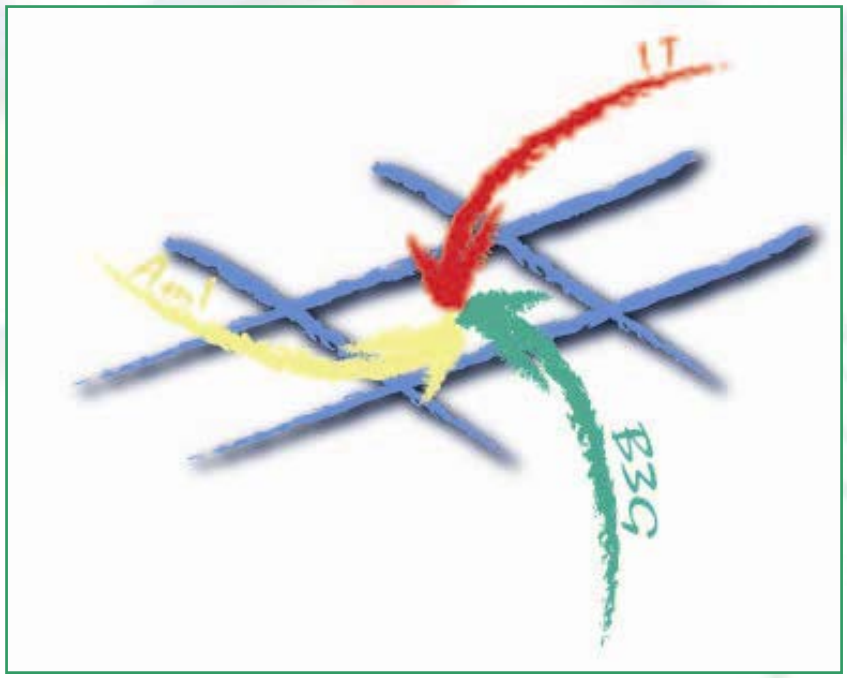
IST-FET Brainstorming "Presence 2" *Brussels, November 13th, 2003*

The VICOM Challenge

"To integrate mobile communications with improved audio, video and sensing interface technologies aiming at forms of person-to-person and person-to-computer interactions at a distance, sensibly enhancing the sense of presence"

Immersive Telepresence

Ambient Intelligence



Mobility Beyond 3G

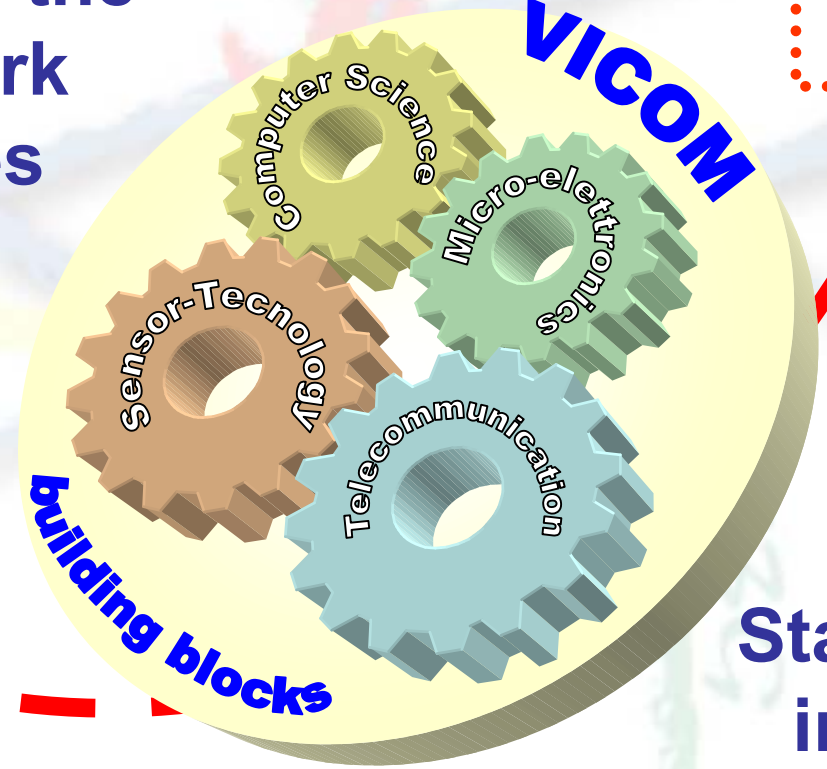
Project Goals

Integrated Test-Beds Distributed within the "VICEX" Network of Laboratories

Mobility in

Immersive

Environments



Virtual

Immersive

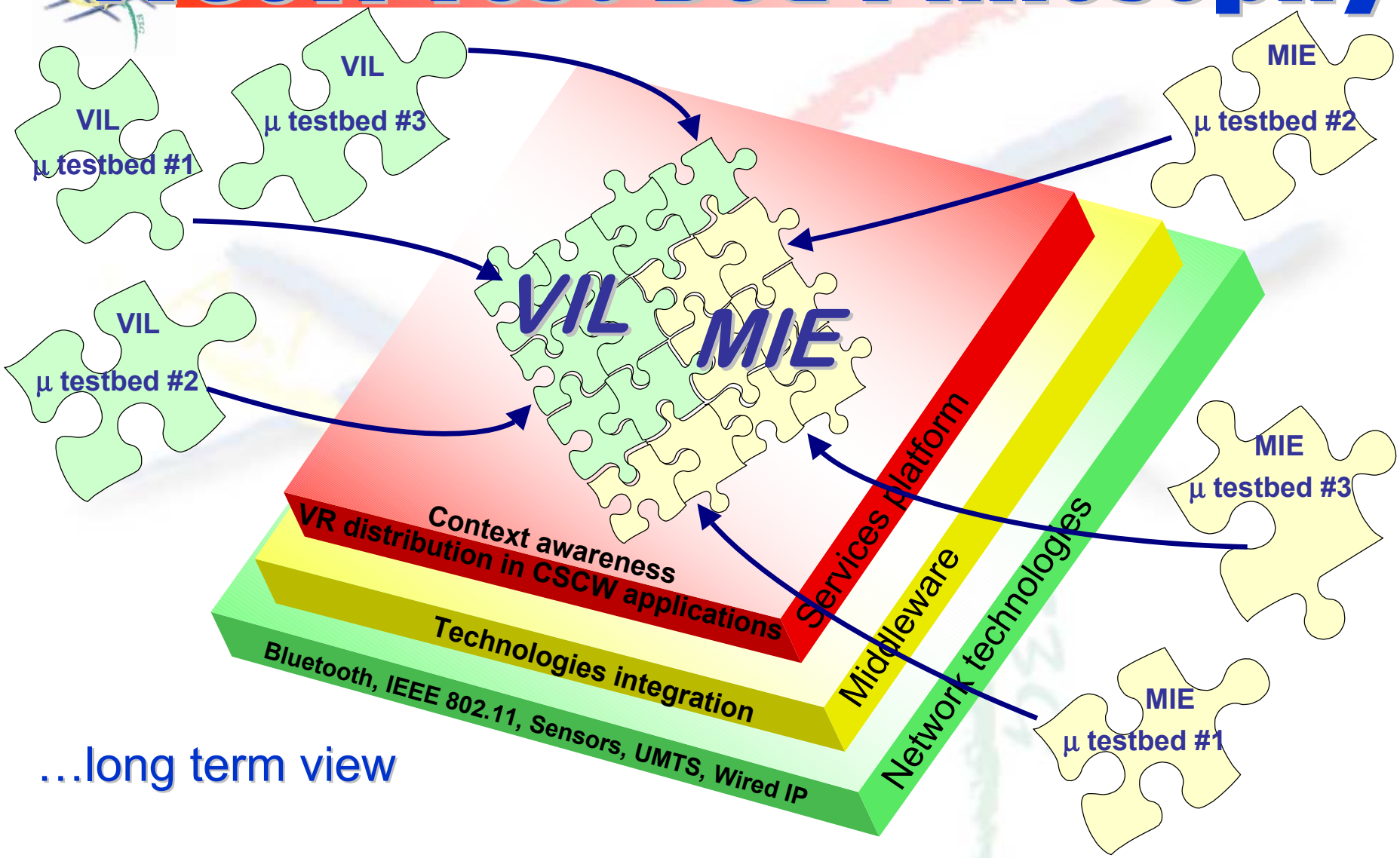
Learning

Standardize interface characteristics

VICOM project

Virtual Immersive COMmunications

VICOM Test-bed Philosophy



…long term view

Mobility in Immersive Environments (MIE)

MIE Technologies and Functionalities

- Peer-to-peer interaction among devices
- Multi-modal interaction with the environment
- Context awareness
- Multi-technology mobile middleware platforms
- Ad-Hoc and overlay mobile networking
- Fixed and wireless network transport protocols
- QoS solutions
- Device reconfigurability

Virtual Immersive Learning (VIL)

VIL Technologies and Functionalities

- Real-time interaction in virtual environments
- Sharing of object in the net via perceptual interfaces
- Virtual assistant technologies
- 3D rendering real-time adaptation
- Virtual environments for a remote teaching session